



THE PIGMENTS



EXTRA TIPS

All that you must remember about Pigment applications.

Despite all basic information published in many magazines we think it necessary to list some of the most important aspects in this guide to help the modelers when they are in front of their projects ready to paint. This small booklet will help simplify learning these techniques because you can refer to it in case of doubt, encountering problems or simply to refresh yourself with basic concepts. We also include new tips that are well explained in books or articles.

You will also find in this booklet a list of all Pigment products available in MIG Catalogue. But not forget that the most effective method in modelling is to experiment with all tools and techniques available. Therefore do not be afraid to try all that your imagination is offering you. Good luck and welcome to MIG Productions Pigments.

DO NOT FORGET!!!



1. Always apply a light coat of primer onto each of your models despite the intended base colour. It will help to project the plastic against the Thinner for Washes when mixed with Pigments. Tamiya or Citadel primers are some of the best available.



2. If your model is painted with acrylic paints you can use Thinner and Fixer without problem. If the base colour is enamel, mix your Pigments with water or alcohol. Another solution is applying a few coats of varnish over the enamel base colour to protect it.



3. You can mix your Pigments and Thinner with other products like varnishes. A satin or glossy varnish can be used for fresh mud and a matt varnish for dry mud. The enamel products will retard the drying of mixes especially in mud effects.



4. Remember that all Pigments can be applied directly over a model without any products such as resin, thinner or varnish. Use a soft brush to apply your preferred colour over your model while being sure that the surface is completely matt. This will help to fix the Pigment onto the surface.

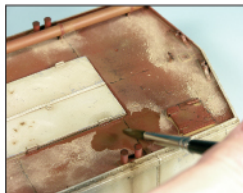
BE AWARE!!!



1. Pigments can be applied directly onto your model without any kind of fixer over satin areas and can be removed easily with your finger or a cotton cloth. This could be good if you wish to remove part of this powder while leaving a bit in some areas to create random dusty effects.



2. Don't be frightened. Any type of liquid dropped over your Pigments will give an impression that they have disappeared. Liquid might also give them a very dark appearance. Do not worry if this happens because after the liquid is dry the Pigment will return to the original colour.

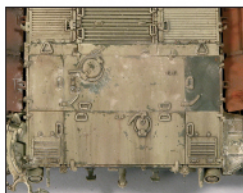


WORKING WITH THINNER FOR WASHES



1. The most comprehensive technique is the use of Thinner for Washes with Pigments offering fast and easy results with all kinds of models. This technique allows you to create incredibly realistic dusty effects because it works like the real thing. First apply some different coloured Pigments over a flat surface. Then apply the Thinner for Washes over the Pigments and you will see how the liquid quickly expands. Move the mix over the surface accumulating the Pigments around hatches, rivets or other details but always in a very irregular manner.

After the Pigments dries it will return to the original colour. Do not apply any kind of varnish over this step or the Pigment will partially disappear. If you want a stronger fixation use the Pigment Fixer although we recommend that you first practice with it on old models.



THE DIFFERENT PURPOSES FOR EACH PRODUCT

Be sure that you are using each product for the proper technique. Do not use them for different purposes because we cannot guarantee the results. Remember that you can always experiment with these products.

1. The **Acrylic Resin** is used to create mud volumes and textures. It is not white glue and it is designed for application with plaster and Pigments. Mix the resin with plaster. Pigment colours and a little water and make dense mud effects. This product will dry slowly and is hard to remove once set.



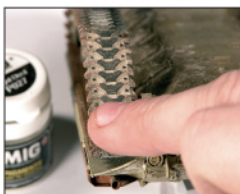
2. The **Fixer** is the most pioneering product and was designed to fix the Pigments permanently onto any surface. It is not thinner and cannot be used as turpentine. Use the Fixer in small quantities. The fixation properties can be reduced when mixing it with Thinner for Washes. It will dry slow but will be almost impossible to remove once set.



3. The **Thinner for Washes** is one of the best thinners in the world for enamel and oil paints. It is specially designed for wash effects. It also works very well for mixing pigments on flat surfaces. Thinner for Washes is easy to use because after the pigments are dry you can remove or modify them with a brush and more thinner.



FAST EFFECTS ON TRACKS



1. This is a very quick technique for weathering model tank tracks especially if you lack spare time. Paint your rubber, plastic or metal tracks with an acrylic base coat then apply a large amount of dust or earth coloured Pigments while pressing strongly with your finger or a piece of cotton cloth and you will obtain a realistic look in minimal time.

If you wish to have a more professional appearance do exactly the same as above but fixing the Pigments with fixer or thinner and repeating the same process several times using different colours in random areas. **CAUTION:** Do not use Thinner for Washes or Fixer over MODELKASTEN TRACKS. These tracks are very fragile and can be damaged with enamel products such as the Thinner or Fixer. We recommend water instead for MK tracks.

WORKING WITH MUD



1. You can make mud effects with almost any earth colour. Even if there are predetermined colours under the MIG Productions range you can combine any of them to make your own colours. Use dark colour Pigments for fresh mud and light colours for dry mud.

You can also apply actual sand or soil your Pigment mix to add a more realistic look to your mud.



2. Acrylic Resin is the most important product for mud. Any colour Pigment can be used and it depends on your ideas and imagination. Basic mud colours are recommended in the MIG Productions catalogue. The plaster used must be very fine and can be mixed with sand or soil as well.



3. Add some drops of Acrylic Resin into your plaster and Pigment mix then stir it with a spatula. You can add more plaster until get your desired appearance or even more water and Pigment if you wish. A good mix like in this picture is required.

OTHER USES

Pigments can be applied over all types of models including aircraft, figures, sci-fi, ships, trains and much more. Even if our techniques are demonstrated on military subjects we always can apply the same mud, rust and smoke effects on any kind of vehicle. The Following are some small examples.

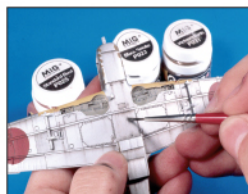


1. Any rust or earth colours can be used for weathering surfaces such as aircraft wings to soften the metal chips.

2. A mix of back and rust Pigments will provide a good appearance on all exhausts. The special pigment properties make this step very easy.

3. Faded Green colour or even Light Earth can be used for aircraft discoloration.

4. Also use different colours for the jet engine areas.



5. The oil and dirt effects that often leaks from engine panels can be made using different mixes of rust, brown and black Pigments applying them with a soft brush.

6. The subtle effects achieved with Pigments resemble airbrushed tones.

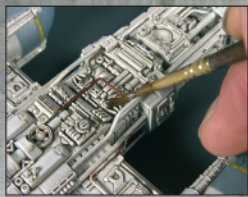


REMEMBER

1. Use old brushes and spatulas when you mix the mud. The Acrylic Resin will be very strong once dry making it impossible to clean with water and soap.

2. Do not forget to create the wet areas of mud very randomly and unbalanced. This irregularity is typical in actuality and we must do the same on our models. Look in construction areas around your home where you might be able to find trucks bulldozers and others similar equipment.

FANTASY PIGMENTS APPLICATIONS



Before applying pigments you can use our Dark Wash product to create fake shadows.



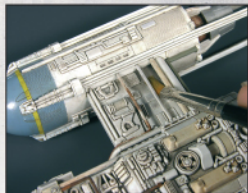
Apply the Lunar Dust Pigments onto the surface and blend it using thinner for washes to obtain different tones of fading.



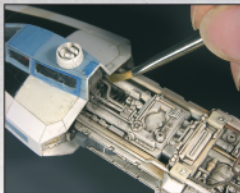
Use your finger or a soft tool to apply the silver pigment. Do not use a brush.



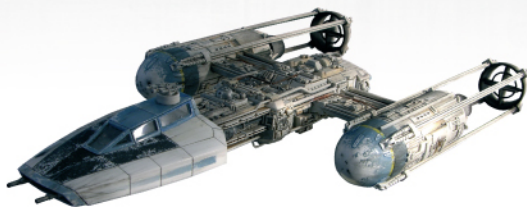
Rocket Exhaust pigment is perfect for all kinds of engines and jets.



Graveyard Dirt can also be used on starships to create shadows and dark areas.



You can apply Rocket Exhaust for shadows or burnt effects around where weapons are discharged.



Apply Zombie Green Pigments onto the skin and blend it using Thinner for Washes for different tones.



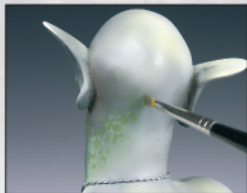
Apply Zombie Green Pigment onto the skin and fix it using The Fixer to obtain different tones.



Use Graveyard Dirt to create shadows or dark areas in your figures.



Use a soft brush to apply the pigments.



If the surfaces is matt it is not necessary to apply fixer or thinner.



Plasma Burn can be used for different skin tones.



WEATHERING PIGMENTS

The Pigments were introduced into the armour modeling world by MIG Productions. MIG Productions has been manufacturing, selling, and using The Pigments for many years. Ours are the original, most effective and most applied pigments on the modeling market. They are a non-toxic professional weathering medium that allow modelers easy application of realistic effects. The MIG Productions Fantasy range of Pigments allow modelers to quickly and easily obtain numerous weathering effects such as dust and mud, fading, smoke, laser blast, and various types of skin textures on aliens and monsters.

The MIG Productions Fantasy range of Pigments can be applied to all types of science fiction models from movies such as Star Wars, Aliens, Star Trek, and Mad Max. Our Pigments are also great for effects on metal and resin figures from both classical and current monster films along with all types of robots such as Ma.K and Manga. Our range can also be mixed with plaster to make terrains on dioramas. Different gloss and satin varnishes can also be mixed with them to create viscous wet looking textures such as slime on aliens and zombies.

Five complementary products are available from MIG Productions to be used with the pigments to obtain different effects.



ACRYLIC RESIN

Acrylic Resin can be mixed with The Pigments for thick mud effects on terrains, vehicles and robots. Other effects can be achieved using Acrylic Resin over the flesh of aliens and monsters.



PIGMENT FIXER

Pigment Fixer can be used to permanently attach the different pigments onto a surface. Some examples include areas of heavy dust and various textures and tones over flesh. Applying smoke, rust and other similar effects can also be accomplished using the Fixer. Make sure that you are certain as to exactly how much pigment you want to apply prior to applying the Fixer.

THINNER FOR WASHES

Thinner for Washes is usually used to both expand and blend the pigments over a surface.

The Thinner will not permanently attach the pigments allowing you to remove any unwanted excess. Use the thinner for coats of dust, rust, smoke and fading of colours.





Use the Metallic Pigments to get authentic glossy metal effects over details.



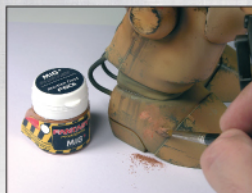
Apply Rocket Exhaust around the jets for a realistic matt carbon finish.



Our Washes can be used in conjunction with the pigments to generate realistic effects.



Use high quality Abteilung Oils for contrast and create deep effects.



Apply the Martian Dust onto the lower areas of the legs and feet.



Apply Plasma Burn Pigments to get different laser blast effects.



FANTASY PIGMENTS

SETS



F608

FANTASY SET VOL. 1

CONTAINS: F600 + F601 + F602 + F603



F609

FANTASY SET VOL. 2

CONTAINS: F604 + F605 + F606 + F607



F614

METALLIC PIGMENT SET

FANTASY SET VOL. 3

CONTAINS: F610 + F611 + F612 + F613

GLOSS VARNISH

This product is a special type of varnish that allows for areas of damp and wet looking dust, flesh and terrain.



OIL AND GREASE STAINS

Pigments can also be applied with our Oil and Grease Stains mixture to obtain different areas of realistic fresh, glossy grease and older matt grease. Different coloured pigments can be added to the Oil and Grease Stains mixture to make exotic types of fuel spills, effects on the bodies of monsters and aliens and over terrains.



PIGMENT SETS & DVD



P226

FRESH MUD PIGMENT SET

CONTAINS: P026 + P028 + P032 + P033 + P034



P227

RUST & SMOKE PIGMENT SET

CONTAINS: P022 + P023 + P024 + P025 + P031 + P039



P228

SAND & EARTH PIGMENT SET

CONTAINS: P027 + P028 + P029 + P030 + P037 + P038



P233

URBAN COMBAT PIGMENT SET

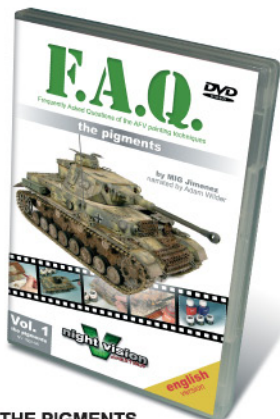
CONTAINS: P026 + P239 + P230 + P232 + P234



P248

RAILROAD PIGMENT SET

CONTAINS: P235 + P236 + P237 + P238
+ FIXER INCLUDED



NV 1000-08 F.A.Q. Vol.1 - THE PIGMENTS

EFFECTS & WASHES

MIG
productions



P409 WET EFFECTS AND DAMP EARTH MIXTURE



P410 OIL AND GREASE STAIN MIXTURE



P411 STANDARD RUST EFFECTS



P412 LIGHT RUST EFFECTS



P417 RAINMARKS



P220 DARK WASH



P221 BROWN WASH



P222 NEUTRAL WASH



P223 COLD GREY WASH



P224 WINTER CAMOUFLAGE WASH



PIGMENT JARS



P022 ASHES WHITE



P033 DARK MUD



P231 GUN METAL



P023 BLACK SMOKE



P034 RUSSIAN EARTH



P232 DRY MUD



P024 LIGHT RUST



P035 PANZER GREY



P234 RUBBEL DUST



P025 STANDARD RUST



P036 ALLIED GREEN



P413 PRIMED RED



P026 CONCRETE



P037 GULF WAR SAND



P414 TRACK BROWN



P027 LIGHT DUST



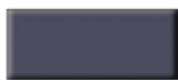
P038 AFRICAN EARTH



P415 LIGHT EUROPEAN EARTH



P028 EUROPE DUST



P039 INDUSTRIAL CITY DIRT



P416 FRESH RUST



P029 BRICK DUST



P040 VOLCANIC SAND



P042 OCHRE RUST



P030 BEACH SAND



P041 FRESH WOOD



P043 KHAKI RUSSIAN FADED



P031 VIETNAM EARTH



P230 OLD RUST



P044 BURNT STEEL BLUE

FANTASY PIGMENTS



F600 ROCKET EXHAUST



F610 CARBON STEEL



F601 MARTIAN DUST



F611 STAINLESS ALLOY



F602 LUNAR DUST



F612 BRASS



F603 VOLCANIC ASH



F613 COPPER



F604 ZOMBIE GREEN



F615 POST APOCALYPTIC EARTH



F605 GRAVEYARD DIRT



F616 NEPTUNE BLUE



F606 PLASMA BURNT



F617 SULFUR YELLOW



F607 METALLIC SILVER

